THE
EASTERN
FRONT

1 TO N CIVILIZATION SIMULATION

**WORKING TITLE
INTERNAL PITCH DOCUMENT**

SHINRA
TECHNOLOGIES

OVERVIEW

The Eastern Front is a large scale, multiplayer, persistant, faction based, resource management and civilization simulation set in an fictional and alternate late 1930s version of Europe. The game is played from a first or third person perspective.

When creating a character on a new instance of a server, the player will have the choice of three Factions. The Player will choose a vocation or tradekill (i.e. Woodworker, Blacksmith). Each Faction begins with a Capital City. Factions can claim Outposts, designated areas for control. Outposts can be compared to planets in EVE Online. Players can create and destroy upgrades for outposts, as well as things such as bridges, roads, and camp-sites. Players will be allowed to leave thier starting Faction, but when they do, they cannot join a new one. This is intended to allow some players to become Rogues. Rogue players will have to tentitvely ally themselves with eachother in order to achieve goals. There is no guild system for Rogue players, but they can capture outposts. Think of Rogues as Barbarians in the Civilization series.

The Players will discover that when working down their crafting tech-trees, that they need to aquire more resources to advance their Cities. City Advancement benefits everyone in that particular Faction. Major Advancements take the form of buildings. These City Advancements can be destroyed.

Each Faction's regions are rich with a particular resource needed for crafting more items. Items range from decorative to functional. These can be things like rugs, flower beds, beneficial foods, war picks, and even things like vehicles. All of these things will be useful to trade in an unregulated manner. Traders will need to haul goods to physical locations, and do some black-market style back trading. The greatest means of attaining resurces for Rogue players is by capturing items from caravans.

Militaries will naturally form as Players become more and more hungry for power, territory and resources. We ensentivize proper troop movement in similar ways to Mount & Blade Napoleonic Wars.

By creating generic systems that allow for the game to emerge, we are creating a game where hundreds of people contributed to the ebb and flow of territory, wealth, poverty, and retaliaton. By building a game that happens in the center of these systems, the content is Player interaction. This creates a workable opportunity for a small team that can showcase the power of Shinra's unique 1 to N platform.

Thank you.